

# INTERCEPTION FOR OPTIMAL CACHING OF DISTRIBUTED APPLICATIONS

## Abstract

An automatic caching method for a distributed application having a client and a server includes intercepting a call between the client and the server in order to collect information about objects accessed on the server during the call, prefetching data from an object based on collected information, placing data into a client cache, synchronizing marked calls with the server, and synchronizing the client cache with the server.

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